IRIA

ZEIRAM THE ANIMATION

SHE'S A BOUNTY HUNTER WITH A SCORE TO SETTLE...

EPISODES 1 THROUGH 6

DVD VIDEO

Episodes 1 and 2

CHAPTER INDEX

1. Program Start; **PITCH BLACK**
2. The Welcome Wagon
3. Interstellar Morgue
4. The Immortal Monster
5. Extreme Measures
6. **RAMPAGE**
7. Taowajan
8. Streetwise Sidekick
9. Urban Renewal
10. Farewell...For Now

Somewhere in deep space the starship Karma has been hijacked – with the vice-president of the Tedan Tippedai Corporation and a mysterious cargo aboard. Iria, an apprentice bounty hunter, accompanies her brother, Gren, and his boss, Bob, on a rescue mission *before* the authorities arrive. The extraction turns deadly when it is revealed that the cargo is Zeiram. The Tedan Tippedai Corporation secretly attempted to import the monster to be developed into a powerful, new bio-weapon.

Escaping from the exploding starship, Iria lands on the planet Taowajan – the fate of Gren and Bob still uncertain – and must find her way home. However, Zeiram was not destroyed in the explosion, and crashes into the city's slums – where he begins a program of "urban renewal." As the authorities turn a blind eye, only Iria, and her streetwise sidekick, Kei, can halt his rampage. But who is the mysterious voice over Iria's communicator?

HE IS FEARED IN EVERY CORNER OF THE GALAXY. HE EXISTS ONLY TO KILL AND DESTROY. HIS NAME IS **ZEIRAM.**

Zeiram – the most dangerous life form in the galaxy. It's virtually unstoppable – perhaps even *invulnerable*. The Tedan Tippedai Corporation secretly attempted to import Zeiram to be used as the basis for a powerful new bio-weapon, and now it's loose. Iria, a ruthless young bounty hunter whose brother was butchered by Zeiram, uncovers this information while stalking the monster – evidence that certain parties would rather have *silenced*. Now Iria must expose the silent conspiracy before any more innocent people are massacred by the monster. With the aid of her young sidekick, Kei, and a mysterious benefactor, Iria will avenge her brother's death...only *who is hunting whom?*

Original Work: Keita Amemiya **Director:** Tetsurou Amino
Script: Tetsurou Amino (episodes 1 and 3), Naruhisa Arakawa (episode 2), Hajime Matsumoto (episodes 4 and 5), Yoshihisa Arakawa (episode 6)
Storyboard: Gen Dojaga (episodes 2, 4 and 5), Naohito Takahashi (episode 3), Tetsurou Amino (episode 6), Yoshimi Katsumata (episode 5)
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Character Designer: Ryunosuke Otonashi **Music:** Yoichiro Yoshikawa
Executive Producer of English Version: John O'Donnell
Producer of English Version: Stephanie Shalofsky
Translation: Neil Nadelman **Dubbing Manager:** Peter Bavaro
Dubbing Supervisor: Anthony Salerno

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UNRATED.
Contains graphic violence and brief nudity.
Parental guidance advised.

DVD VIDEO

NTSC

This disc is encoded with an uncompressed PCM soundtrack for optimum stereo fidelity.

Color/Total Program Running Time: 162 Minutes

DUBBED/SUBTITLED IN ENGLISH

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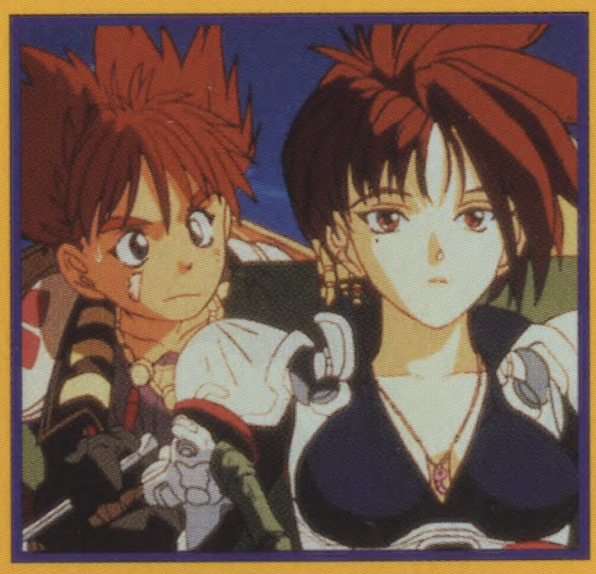
IRIA ZEIRAM THE ANIMATION

ID4407CTDVD

DVD VIDEO



Episodes 3 and 4

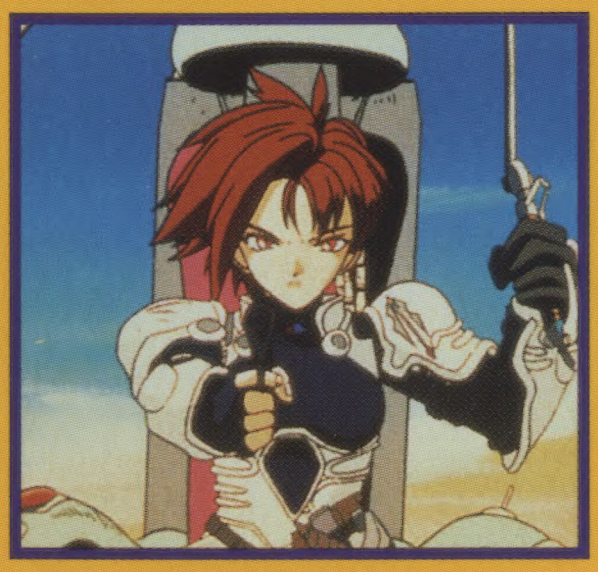
CHAPTER INDEX

11. **VISAGE**
12. On the Run
13. The Truth About Zeiram
14. Tedan Tippedai Corporation
15. What About Bob?
16. **BROOM TREE**
17. A Major Case
18. Finding Dr. Touka
19. The Zeiram Detector
20. Battling a Clone

Returning from Taowajan, Iria finds her apartment's been ransacked and one of her brother's most powerful weapons is missing. After placing a call, she discovers that her boss supposedly died in a car crash and there's *no record* of the incident aboard the Karma! Iria's in the middle of a major conspiracy – and someone's out to silence her before she can discover the truth.

Iria is on the run – but she's not alone. She's rescued by another bounty hunter with orders from a mysterious client to keep her alive at all costs. All she knows is that she holds the key to exposing the conspiracy within the Tedan Tippedai Corporation – and their link to Zeiram. When she decides to confront the corporation, will she be beyond the reach of her mysterious benefactor?

Later, Iria returns to Taowajan – as a full-fledged, licensed bounty hunter. Her mission: retrieve Dr. Touka, the foremost expert on Zeiram, who was taken hostage during a revolt. Things get *complicated* when Iria discovers that something's killed the previous rescue team and the terrorists – and it looks like Zeiram.



Episodes 5 and 6

CHAPTER INDEX

21. **WIND SONG**
22. Big Brother
23. Searching for Iria
24. Doing What's Right
25. **SHANGRI-LA**
26. A Temporary Solution
27. Two of a Kind
28. The Final Conflict
29. All's Well that Ends Well
30. End Credits

All hell's broken loose on the planet Myce. Zeiram's bizarre clones have appeared and citizens are disappearing without a trace. Is there a connection? In a top-secret conference with the leaders of Myce, Dr. Touka concludes that Zeiram is still alive and may be assimilating the organic tissue of his victims to create his army of monsters. The authorities dismiss the doctor's theory – but the clones are spreading. But if the doctor is correct, how could Zeiram be using the sophisticated transit gates so easily? Meanwhile, Zeiram waits for Iria. When Iria confronts Zeiram, she discovers the awful truth behind her brother's disappearance – and her connection to the monster.

In the explosive finale to the series, it's all-out war as Iria faces Zeiram – predator against predator – in their final battle. But is Zeiram truly invincible? Iria has a dangerous plan to discover Zeiram's Achilles' Heel - if he *has* one – and she's going to need Dr. Touka, Kei and Bob to pull it off. But even if Iria does the impossible and destroys Zeiram, will she be able to escape the ultimate trap the authorities have set?

IRIA
ZEIRAM THE ANIMATION
ML ID4407.1.B WAMO VA02 M1S2
IFPI L906
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DVD Audio Information

1. **Dolby Digital Mono**
   This program features a mono soundtrack encoded to an AC-3 bitstream. When played through Dolby Digital equipment, sound will be heard from the center channel speaker only.

2. **Dolby Digital Stereo**
   This program features a stereo soundtrack encoded to an AC-3 bitstream. When played through Dolby Digital equipment, sound will be heard from the front left and front right speakers only.

3. **Dolby Digital Surround**
   This program features a matrixed surround soundtrack encoded to an AC-3 bitstream. When played through Dolby Digital equipment, sound will be heard from all five system speakers. The surround information will be monophonic.

4. **Dolby Digital 4.0**
   This program features a discrete four channel soundtrack encoded to an AC-3 bitstream. When played through Dolby Digital equipment, sound will be heard from all five system speakers. The surround information will be discrete monophonic.

5. **Dolby Digital 5.0**
   This program features a discrete five channel soundtrack encoded to an AC-3 bitstream. When played through Dolby Digital equipment, discrete sound will be heard from all five system speakers.

6. **Dolby Digital 5.1**
   This program features a discrete 5.1 channel soundtrack encoded to an AC-3 bitstream. When played through Dolby Digital equipment, discrete sound will be heard from all five system speakers and a subwoofer.

7. **PCM**
   This program features an uncompressed digital stereo soundtrack for improved fidelity. When played, discrete stereo sound will be heard from the front right and front left speakers.

8. **DTS**
   This program features a discrete 5.1 channel soundtrack and must be played through DTS-capable equipment. When played through DTS equipment, sound will be heard from all five system speakers and a subwoofer.